FARAWAY

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RULEBOOK

2-6 · 10+ · 25 Min

Beyond the Sea of Mists lies Alula, a mysterious continent – a peaceful haven, where a harmonious nature reigns. Balance constantly shapes the ever-evolving landscapes of the island. The land regularly shifts, twists and reforms itself, making any attempt at mapping it obsolete. The only way one can master Alula is by walking it, time and again, to make one's own atlas. Travel this ever-changing world and discover its wonders. Meet its inhabitants, unveil its secrets and gain more fame than your competitors.

CATCH UP GAMES

NOTES ON ALULA

The Continent

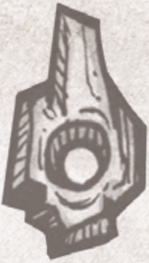
Alula is a continent where balance reigns supreme – wildlife, flora and even rocks. In these strange lands, three peculiar and precious species have emerged, all three making nature thrive around them: the okiko, the uddu, and the goldlog.
Rare are the people who could settle for good in the heart of these wild lands.

The Denizens of Alula

The inhabitants of the continent come from various backgrounds. Some were born there, while others are former travelers, who settled on the bountiful shores after they discovered them. This colorful lot all respect the land, reasoning the use of its resources, ensuring their longevity.
So as to keep the balance of the island intact, they remain sedentary, each denizen watching a specific patch of land. They welcome explorers warmly, as it is a good way of keeping in touch with the rest of the continent, and they like discussing the latest findings of okiko, goldlog and uddu.

Seasons and biomes

Each of the four biomes that one can find in Alula has a different season rhythm. Entire regions shift upon the whim of the wind, or under the impulse of a landslide.
To start the cycle, endless rivers irrigate the lands, opening flower buds galore – lush springs are not uncommon in Alula. The cave cities protect the denizens from the warm summers, while the mushroom forests and their musty autumnal air emerge when the land feels it needs to rest for a while. Finally, the winter of the rocky deserts puts an end to this meteographic cycle.



Uddu

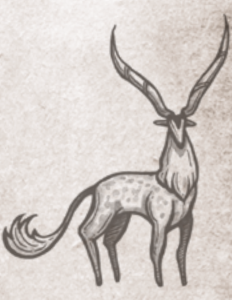
The Stone of the Auspicious – mineral kingdom

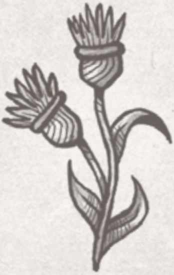
These silent wardens float in mid-air, impervious to gravity and air pressure, and can be found in various shapes. Sturdy and never-changing, they appear somewhere on a whim, remain in place for a while, then move to another place on the island. Most common of the three wonderful species, these rocks are pierced, and from their aperture, a warm glow can be seen – approaching it is supposed to ward you from the evil eye, and to bring good fortune.

Okiko

The Stately Chimera – animal kingdom

Sublime and providential beast, this celestial creature is unique, but has the sovereign gift of Ubiquity.
It can be in many wild places of Alula, blessing all lifeforms it approaches. The okiko particularly likes forests and rivers.
The denizens tell its breath is blessed; the air it exhales is supposed to be full of particles capable of making the flora thrive.





Goldlog

The Soothing Thistle – plant kingdom

This golden thistle is a fragile and delicate species, native of the continent.
This species is the rarest, and can be found mostly in the mushroom forests. Its peculiar corolla gathers dew and loads it with regenerative qualities. The sacred water can act as a healing philter, and those who drink the dew or massage their wounds with it stave off sickness, or even death.

COMPONENTS

68 Region cards

45 Sanctuary cards

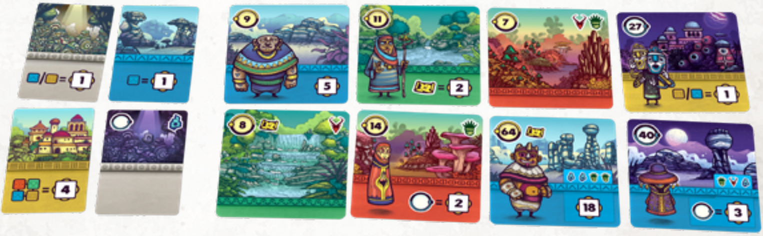
1 Score pad

OVERVIEW & GOAL OF THE GAME

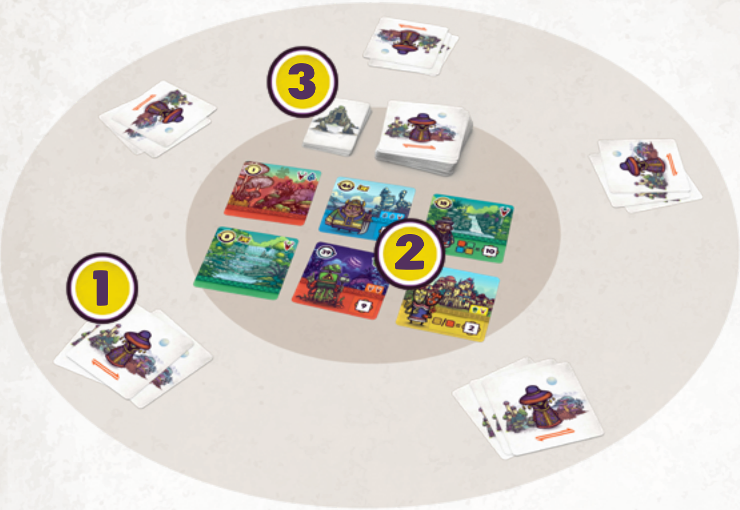
In a game of *Faraway*, **you play 8 cards in front of you, from left to right**. They represent how you explore the continent. Each card is a Region, and in each of them you'll discover the wonders the island can offer, and you will meet its denizens. They will ask you to explore the island for them, as they are looking for specific resources.

Each Region needs a set amount of time to explore. If you are quick to it, you will have a broader choice for what your next step is. However, taking your time can allow you to find Sanctuaries – hideaways giving you extra fame and bonuses to help you in future explorations.

At the end of the game, you travel all the way back, **each denizen you satisfy the request of will give you fame. This calculation is done from right to left, contrary to the way you've placed the cards.**
The player with the most fame wins.



SETUP



① **Shuffle Region cards and deal 3 to each player, face down.** Each player looks at their cards without revealing them. Place the Region deck in the center of the table.

② **Reveal as many cards from the deck as there are players, plus one.** *For instance, if you play with 5 players, reveal six cards.*

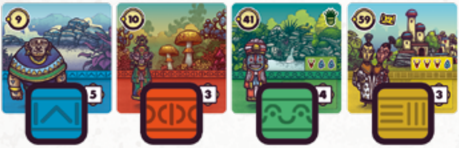
③ **Shuffle the Sanctuary cards into a face down deck.** Place it besides the Region deck.

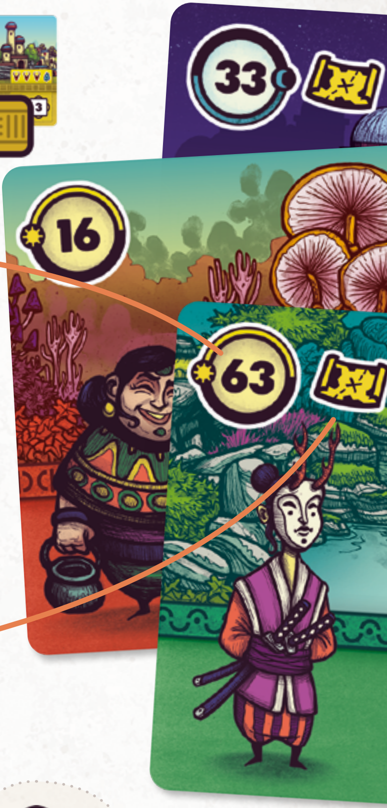
ADVANCED VARIANT

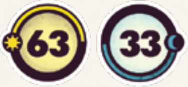
Deal 5 Region cards to each player (instead of the normal 3).
Each player selects three cards before the game begins, and removes the other two, without showing them to the other players.
Shuffle the removed cards into the Region Deck, then reveal cards according to the number of players.
We recommend players to have played at least a game of Faraway before playing with this variant.

AREAS

Each Region card represents a biome, which can be identified by a color, and a pattern in the frieze.
Each turn, you play one such card.



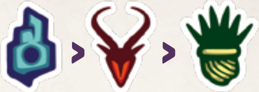




The exploration duration indicates how many hours are needed to explore this Region. Each card shows a unique number, from 1 to 68.
Exploration can happen in daytime ☀ or in nighttime ☾. This can be relevant for certain quests.

Some cards might give you Clues, which are helpful, giving you access to better Sanctuaries.

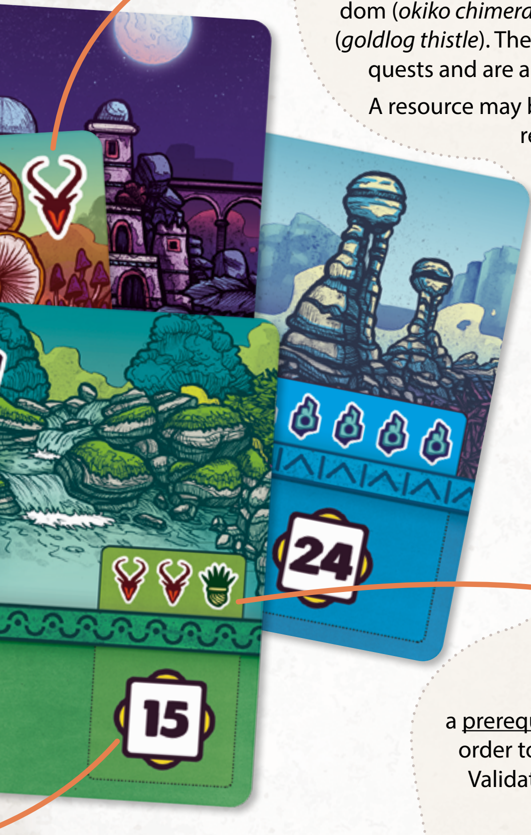
Each denizen on a card gives you a quest that can give you fame at the end of the game.

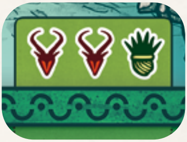


Regions may contain wonders of the mineral kingdom (*uddu stones*), of the animal kingdom (*okiko chimera*), or of the plant kingdom (*goldlog thistle*). These resources are useful for quests and are a prized sight for explorers.

A resource may be used to satisfy multiple requests and prerequisites.

Stones are more common than chimeras, and chimeras are more common than thistles.





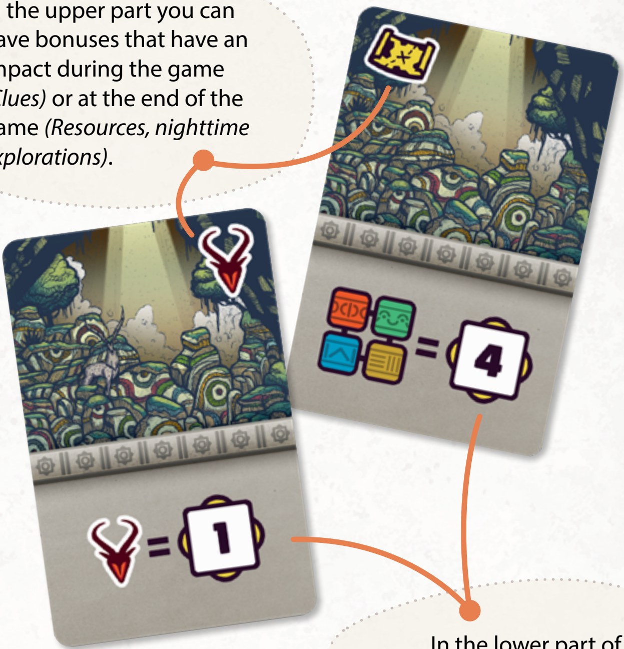
Some quests may have a prerequisite you need to meet in order to gain fame for that quest. Validating a prerequisite is done at the end of the game, when scoring points. You need to have gathered the required resources in front of you, in the Region and/or Sanctuary cards.

This quest is always on the lower portion of the card. The different quests types are listed on the player aid.

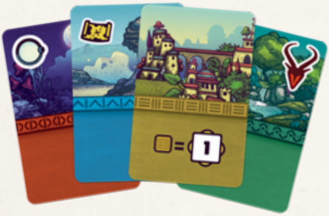
SANCTUARIES

The Sanctuaries can be found during the game.
They are added to your play area as you reach them.

In the upper part you can have bonuses that have an impact during the game *(Clues)* or at the end of the game *(Resources, nighttime explorations)*.



In the lower part of some Sanctuaries, there will be side quests, granting extra fame.



Some Sanctuaries are linked to a Region type and its color.
They count as a Region of that type when calculating the fame for certain quests.

GAME FLOW

A game lasts 8 rounds.
Each round is made of three phases:

1. EXPLORING A REGION
2. FINDING SANCTUARIES
3. END OF THE EXPLORATION

The game ends after the 8th round. The player with the most fame wins *(see **Game End**)*.

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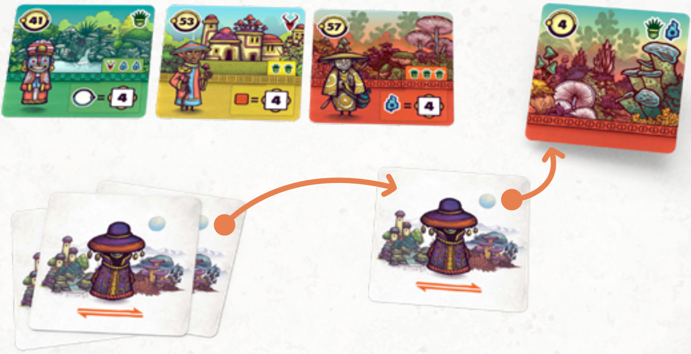
1 EXPLORING A REGION

All players simultaneously choose a card from their hand and place it face down in front of them.
Then everyone reveals the card they have chosen and add it to their play area, **to the right of the card they have played previously**.

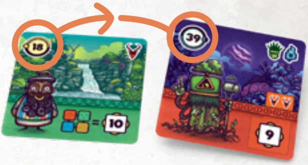


NOTE

We advise you to play in a straight line, but you may decide another layout to adapt to your environment and the size of your play area. The main idea is that you have to distinguish in which order you have played your cards.

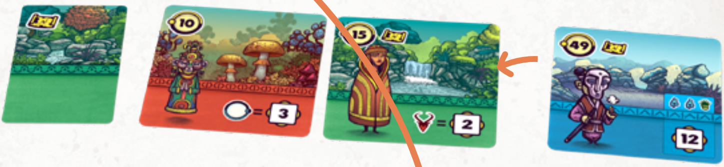
② FINDING SANCTUARIES

All players who have played a card with an Exploration duration higher than the Region card they have previously played find a Sanctuary.



Deal each player who has found a Sanctuary **one Sanctuary card, plus one per Clue** they possess.

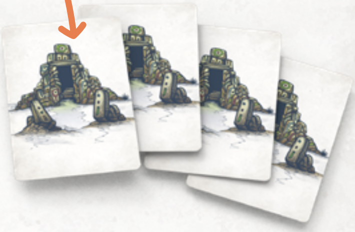
All clues in a player's play area are taken into account, whether on Region cards or Sanctuary cards.



Benjamin just played card 49.

As its exploration duration is higher than the card he played on the previous turn (15), he receives Sanctuary cards.

He draws four as he has 3 clues on all of his cards (Regions + Sanctuary).



NOTE

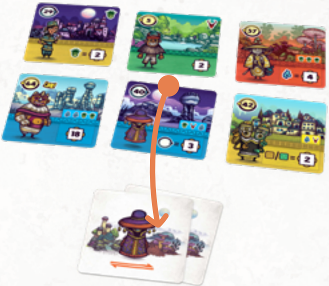
From all the Sanctuary cards a player receives on a turn, the player will choose one to add to their play area in the next phase.

NOTE

On the first round of the game, as no one has a Region card in play, no one can gain a Sanctuary.

3 END OF THE EXPLORATION

During this phase, players act one after another, starting with the lowest exploration duration played during phase 1 of this round, and moving upwards.
The player who has played the smallest value starts, then the second lowest takes their turn, and so on until all players have played.



ON YOUR TURN, **you first choose a Region card from those available in the center of the table. Add it to your hand to go back to 3 cards.**

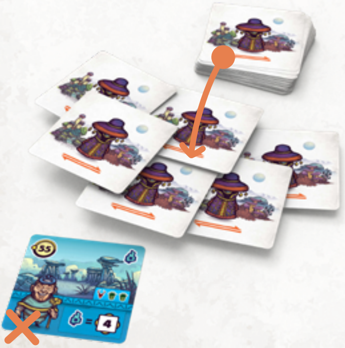
If you have received one or more Sanctuary cards on the previous phase, **choose one** *(and only one)*. Add the chosen Sanctuary to your play area. You now benefit from its abilities.

Then, if you have leftover Sanctuary cards in hand, put them all under the Sanctuary deck, face down.

NOTE

Region cards taken by players are not replaced – players who play last will see their array of choices significantly reduced.

On the 8th (and last) round of the game, do not take a new card, as you do not have the possibility of playing more Regions.
You can, however, play a Sanctuary card this round if you have gained one or more Sanctuary cards in the previous phase.



Once everyone has played their turn, **the remaining Region card in the center of the table is removed from the game**.

Then reveal as many new Region cards as there are players, plus one.

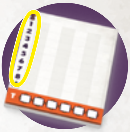
If it is not the 8th round of the game, a new round begins. Otherwise, proceed to endgame scoring.

GAME END

The game ends after the 8th round, when everyone has 8 Region cards. Add up all the fame for each player.

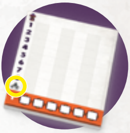
To make counting points easier, first flip all of your Region cards face down. Leave your Sanctuaries face up.

Reveal your Region cards one by one, starting with the last card you played, at the rightmost space of your play area. Proceed, card by card, towards the leftmost Region card of your play area.



For each Region card, **calculate the fame the card gives you, taking into account all face-up Regions (counting itself) and all your Sanctuaries.** Note the scored fame on the score pad.

The Region cards you counted remain visible, and are taken into account for future revealed cards.



Sanctuaries

When all Region cards have been scored, **count the fame awarded by your Sanctuary cards.** Note the fame you scored with your Sanctuaries on the score pad.

Sum up all fame for each player. The player with the highest fame score wins the game.

In case of a tie for the first place, the tied player with the lowest exploration duration in their tableau wins the game.

CREDITS

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